

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	101	SCTP near4 association	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:23
L2	7	1 709/220,230-231.ccls.	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:25
L3	6514	(stream or data or message) near4 aggregation	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:25
L4	99	3 709/220,230-231.ccls.	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:27
L5	67	4 @ad<"20031023"	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:26
L6	36	TSN near4 range	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:26
L7	0	6 709/220,230-231.ccls.	US-PGPUB; USPAT; IBM_TDB	AND	ON	2008/01/10 16:27



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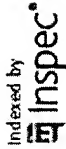
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#2	(server aggregation<and>stream)<and>range	0
#3	((sctp)<in>metadata ) <and> ((tsn)<in>metadata ) )<and> ((stream)<in>metadata )	0
#4	(stream<and>aggregation)<and>server	1805
#5	(server aggregation<and>stream)<and>range	0





USPTO

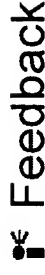
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## 1 [Network infrastructure for massively distributed games](#)

Daniel Bauer, Sean Rooney, Paolo Scotton

**April 2002 NetGames '02:** Proceedings of the 1st workshop on Network and system support for games

**Publisher:** ACM

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